RUNESCAPE® KINGDOMS

CULINAROMANCER EXPANSION

RECIPE FOR CALAMITY CAMPAIGN RULEBOOK

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With additional thanks to B-hive Associates Ltd

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INTRODUCTION

RuneScape Kingdoms: Culinaromancer Expansion enhances your *RuneScape Kingdoms: Shadow of Elvarg* experience with new side quests, events, unique equipment and a confrontation with the nefarious Culinaromancer.

HOW TO USE THIS EXPANSION

When playing *RuneScape Kingdoms: Shadow of Elvarg* you can add individual elements from this expansion to play with as you choose. You can add some elements and not others, or all of them together.

Please note that a copy of *RuneScape Kingdoms: Shadow of Elvarg* is required in order to play this expansion.

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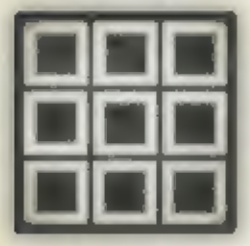
COMPONENTS

Culinaromancer (1)
This miniature represents the boss you'll face at the end of the Recipe for Calamity side quest.

The Noob (1)
This miniature represents a non-playable character, a new adventurer to the shores of Gielinor.



Boss Battleground (1)
The board for the Culinaromancer boss fight, which takes place at the end of the Recipe for Calamity side quest.

Terrain Cards (9)
These cards represent the unique features of the Culinaromancer boss fight.

Behaviour Cards (5)
These cards represent the unique fighting style of the Culinaromancer.

Event Cards (3)
Additional event cards for this expansion.

Exploration Cards (4)
Additional exploration cards for this expansion.

Side Quest Cards (5)
Additional side quest cards for this expansion.

Event Cards (3)
Additional event cards for this expansion.

Equipment Cards (6)
Additional equipment cards for this expansion.

ADDING NEW CONTENT

Additional Cards

The cards included in this expansion can be added to the campaigns of RuneScape Kingdoms: *Shadow of Elvarg* when they are set up, as described in the following sections.

The Vault

This expansion adds 27 new vault cards to the game. Take the vault cards included in this expansion and place them face down, near the vault deck when setting up the game.

Campaign 1 — Vampyre Slayer

- Take each exploration card and shuffle them into their respective exploration decks.
- Take each new equipment card and shuffle them into the equipment deck.
- Shuffle the *Old Man's Stories* and *Abyssal Judgement* event cards into the event deck.
- Add the *Pirates' Treasure* side quest to the side quest deck.
- Place the Noob miniature in Lumbridge and the *Noob or But?* card in the playing area, where each player can see it. The Noob Table can be found on the back of this booklet.

Campaign 2 — Demon Slayer

- Add the *Animal Magnetism* side quest to the side quest deck.
- Shuffle the *Level Locked* and *Giant Rats!* event cards into the event deck.

Campaign 3 — Flame Slayer

- Shuffle the *Thieving Imps*, *Robes Everywhere!* and *Dark Wizard's Attack!* event cards into the event deck.
- Add the *Shield of Arrav* side quest to the side quest deck.

Campaign 4 — Dragon Slayer

- Shuffle the *Fire Hazards* event card into the event deck.
- Add the *What Lies Below* and *Recipe for Mishap* side quests to the quest deck.

Recipe for Calamity

The *Recipe for Mishap* side quest leads to the *Recipe for Calamity* side quest, which involves a search for special ingredients, a lot of cooking and a boss fight with the evil Culinaromancer. The rules for this are described in the next section, which we recommend players do not read until they are instructed to do so.

RECIPE FOR CALAMITY

Though the Culinaromancer has vanished for now, his threat lingers...

"This is not a situation that we can face alone. We need Aris," declares Duke Horacio. *His servants scatter to seek out the fortune teller.*

A few hours later, she stands before the recovering Duke, a solemn expression on her face.

"The Culinaromancer strikes at the kingdoms from another dimension, where we cannot reach him," she explains. "But there is a way for you to confront this dangerous wizard. He links his magic to freeze influential people throughout the kingdoms. If they were all to be freed from his spell at once, you might be able to force your way into his dimension. The Culinaromancer's magic is strong, and not broken easily. He derives his power from gastronomic magnetism. To break each spell, you will have to not only cook the person's favourite food for them, but use special ingredients.

I have enchanted a number of grazing sites and farming patches throughout the kingdoms – you must retrieve these ingredients and get cooking to foil the Culinaromancer's plot!"

- Collect the magic pouch card from the vault (L2) and place it in the playing area, where each player can reach it.
- Collect the five special recipe cards from the vault (L1 – L5) and place one above each exploration deck, as shown.
- Collect the Culinaromancer card from the vault (L2) and place it to the side of the playing area, along with the Culinaromancer miniature.
- Collect two herb ingredients and three of each other type of ingredient. Place one of these ingredients in each region randomly.

The special recipe cards can also be placed to the side of the map, if there is enough space.

Enchanted Ingredients

The ingredients placed in each region can only be used for the Recipe for Calamity side quest. Once the side quest is completed they can be used as normal ingredients.

During this quest, these tokens can be collected and placed on the Magic Pouch card, as detailed on the card itself.

Special Recipes

The Culinaromancer has cast several prominent people under his spell. To challenge him, each spell must be broken by cooking the victims favourite food for them, using the enchanted ingredients.

The recipe side of the card details how adventurers can cook the meal to break the Culinaromancer's spell on that character.

When each special recipe is showing the back side, adventurers must immediately start the Culinaromancer boss fight by following the instructions on Page 14.

The back of the special recipe cards show which characters have been freed.

Culinaromancer Table

Several effects can cause players to roll on the Culinaromancer table. To do this, roll a d10 and resolve the effect detailed on the table below:

1: *Flying food!*
Roll a d10 for each enchanted ingredient taken on the Magic Pouch card. On a roll of a 1, 2 or 3, return the token to the map, to any region that doesn't already have an enchanted ingredient on it.

2: *Exploding cabbages!*
Roll a d10 for each ingredient taken in your inventory. On a roll of a 1, 2 or 3, discard the token and suffer a wound.

3-8: *The Culinaromancer appears from his dimension to cause culinary mayhem!*
Place the Culinaromancer in the same region as this adventurer.

9: *Nothing...?*
No effect.

10: *A spectacular burst of mealtime magic!* Gain three non-enchanted ingredients of your choice.

Culinaromancer Boss Fight

As the final spell is broken, a portal to the Culinaromancer's dimension appears in front of you. Face down the evil wizard in a food-fight for the ages!

Food Tokens

This fight uses food tokens. If you run out of food tokens, you can use any of the seven ingredient tokens in their place.

Food Tokens

Ingredient Tokens

Watch Out!

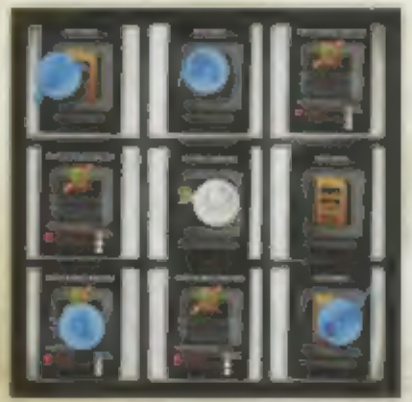
Food tokens can be used to heal and to harm. Try and keep on top of how many are on the battleground.

Terrain Hitpoints

Some of the terrain in this boss fight represent enemies that can be attacked, using combat actions. When a terrain card with hitpoints suffers any wounds, place a corresponding number of tokens **RS** on the card. When the number of tokens on the card equals or exceeds the card's hitpoints, remove all of the tokens and flip the card.

Setup

- Collect the 5 Culinaromancer behaviour cards and 9 terrain cards.
- Place the terrain as shown, then place the Culinaromancer figure in the centre space. Place the remaining adventurers in different other spaces, of their choice.
- The Culinaromancer begins the fight with 20 hitpoints.
- Set up the initiative track to begin the first round of the fight.



Reminder – At the End of a Round

Remember to resolve the effects on the terrain cards.

5 Enrage

Cackling madly, the Culinaromancer draws energy from the surrounding food and unleashes it, his culinary constructs surging to life!

The Culinaromancer heals two wounds for each food token on the battleground. Flip each kitchen terrain card to the Food Golem side. Place each adventurer on a Food Golem terrain card, as evenly spread out as possible.

Combat Actions

8/6 Melee Attack

Range: Same Space — Inflict one wound on the Culinaromancer or a Food Golem for each successful die.

8/7 Ranged Attack

Range: 2 — Inflict one wound on the Culinaromancer or a Food Golem for each successful die.

8/8 Magic Attack

Range: 1 — Inflict one wound on the Culinaromancer or a Food Golem for each successful die.

8/6 Animate Food

Range: 2 — Move one food token one space for each successful die. If this causes more than one food token to be placed in the same space, remove them and each miniature in that space suffers three wounds.

Or

8/7 Snack Time

Range: Same Space

- ✓ Remove a food token from this space and heal 2 wounds.
- ✗ Remove a food token from this space and each adventurer in this space suffers 2 wounds.

7/6 Read the Terrain

Range: Battleground — One adventurer may move, for each successful die. If there are two or more successful dice, the adventurer may make another, different action this turn.

7/6 Sleight of Hand

Range: Battleground — One adventurer or behaviour card may be moved one slot to the left or right on the initiative track, for each successful die. If there are two or more successful dice, the adventurer may make another, different action this turn.

When the Culinaromancer is Defeated

[illegible] the Culinaromancer [illegible] dark energy, straining to contain it within himself. As his body swells against the surging magic he screams. "This is not the end of me! My dough will rise again and I WILL rule your flavourless world!"

BANG! His expanding body bursts, showering the otherworldly kitchen with hours cuisine! The Culinaromancer has been surveillance-bust!

The Recipe for Calamity side quest is complete. Each adventurer gains 3 XP, in a skill of their choice. If this was the first attempt at the boss fight, collect vault card [illegible].

Return each adventurer to the map, in regions of their choice.

Defeat

"Flee Noobs! But know I will return to take over your world! Hahahaha..."

Though you spoiled the evil plans by breaking his spells, the Culinaromancer remains a spicy threat to the kingdoms...

The Culinaromancer can be fought again, immediately, by following the setup instructions, or the adventurers can flee from his dimension. If the adventurers flee, return each adventurer to the map, in regions of their choice, but they can't return to the Culinaromancer's dimension to fight him again.

NOTES

THE NOOB TABLE

When an adventurer is asked to roll on the Noob table, roll a d10 and place the Noob miniature in the region that corresponds with the result.

1–2:	Lumbridge	7–8:	Falador
3–4:	Varrock	9–10:	Burthorpe
5–6:	Edgeville		

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2: *Exploding cabbages!*
Roll a d10 for each ingredient token in your inventory. On a roll of a 1, 2 or 3, discard the token and suffer a wound.

3-8: *The Culinaromancer appears from his dimension to cause culinary havoc!*
Place the Culinaromancer in the same region as this adventurer.

9: *Nothing...?*
No effect.

10: *A spectacular burst of mealtime magic!*
Gain three non-enchanted ingredients of your choice.

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